

NAME : \_\_\_\_\_

Communication and Language

RECEPTIVE

GGA Level 7

Receptive Language

Attention, Listening and Play

- Pupils recognise and respond to the names of their peers by turning/looking towards them.....
- Pupils recognise members of class team & familiar adults in school.....
- Pupils understand and respond to familiar key words (verbal, sign, photo, symbol) in instructions within familiar routines, e.g. 'dinner', 'drink', 'sit down'.....  
Give 2 examples (what, communication method)  
1.....  
2.....
- Pupils demonstrate an understanding of the name (1 ICW-noun) of familiar objects following a simple request from a choice of 4 (object,photo,picture, symbol) e.g. give me the ball.....  
Give 4 examples (what, communication method)  
1..... 2.....  
3..... 4.....
- Pupils understand and respond to familiar instructions containing verbs (1 ICW) e.g. run, walk, wave.....  
Give 4 examples  
1..... 2.....  
3..... 4.....
- Pupils listen to and respond to hearing the word 'no' when used by familiar adults.....
- Pupils listen to and respond to hearing the word 'stop' when used by familiar adults.....

- Pupils begin to demonstrate good behaviour for learning, by remaining still, quiet and engaged for up to 2 minutes during short structured teaching activities. e.g. during circle time, reflection.....
- Pupils follow familiar routines, taking part in familiar task or activity following simple instructions with support.....
- Pupils use real objects within simple play on their own e.g. cup, brush, phone.....
- Pupils represents daily experiences within their simple pretend play e.g. cooking, brushing teeth.....
- Pupils involve toys in their play e.g. feeding teddy, brushing dolly's hair.....
- Performs activity on more than one person/object e.g. drink for mummy & teddy.....
- Pupils play on their own in repetitive play (solitary) with attention paid to their choice of activity.....
- Pupils begin to share objects with support (early turn taking facilitated by adult).....
- Pupils engage in play including jobs/ and roles e.g. shopping, doctors, characters.....

	Date		Date		Date		Date		Date
20% Achieved		40% Achieved		60% Achieved		80% Achieved		Level Achieved	